

<b>Theme:</b>	<b>Exploring is Fun</b>
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Date: .....

Duty Six: .....

Time	Min	Activity	Equipment	Scouter
	05	<b>GRAND HOWL</b> Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	

*Before we can even think about exploring and finding out about the past, we need to make sure we are wearing decent shoes ...*

	05	<b>INSPECTION:</b> Clean Shoes	Beans/bones	
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*So let us get a team together and start looking for some hidden archaeological sites.*

	05	<b>STEAM RELEASE:</b> "Klompies"  Cubs run around a designated area. The Scouter will blow the whistle a number of times. However many times the whistle blows, the Cubs need to get themselves into groups of that number. Any left-over Cubs will sit out for one round only before re-joining in the game.	Whistle	
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*Right we have our team together, but when you go exploring, you need to be ready for anything and everything! Are you ready to explore and face all the challenges thrown at you?*

	10	<b>TEAM GAME:</b> "Bush Ball"  One Six faces the other Six. First Cub in each team is 3-4 meters apart. Cub one throws ball to opposite Cub and squats down. Opposite Cub one throws to Cub two in the other team and squats down. Game continues in this manner until all are squatting down except last Cub to catch the ball who remains standing holding the ball and calls BALL at which both teams leap up to alert and the game is over. Smallest Cubs in front otherwise it becomes too difficult to throw the ball the required distance.	Ball per six	
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*And what about all the bugs and goggas ... and MOSQUITOES!*

	10	<b>CIRCLE GAME:</b> Dodge mosquitoes  Cubs stand in a circle - three Cubs are in the middle. Other Cubs throw stocking balls (newspaper balls) at them - if hit then they need to swap places.	Stocking or newspaper balls or similar	
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Time	Min	Activity	Equipment	Scouter
<i>We might get some help from the local people to carry all our equipment - they can even carry things on their heads.</i>				
	10	<b>QUIET GAME:</b> Porters  Cubs to carry items on their heads over a certain distance and then back again - who can keep it on their heads for the longest? Items can include magazines, beanbags, empty boxes, etc.	Variety of items to carry on heads	
<i>Now that the adventure has started, we need to make sure we know which direction we are going.</i>				
	10	<b>REVISION GAME:</b> Finding our Way  Cubs line up in their Sixes. Opposite each team is a plate with North marked off on it and a pencil. The Scouter calls out a direction and the first Cub in each Six runs up to the plate and turns the pencil to indicate the direction called. If correct, the Cub falls in behind the compass. If wrong he/she goes back to join his/her Six. The first team to line up behind the compass wins. Use eight points of the compass.  <i>Outdoor Challenge – Compass and mapping. Silver Wolf requirement/ Revision - <u>Know the 8 main points of the compass.</u></i>	Paper plates (or similar) and pencil per Six	
<i>We will probably have to cross rivers or even go over sea – are we aware of water safety rules?</i>				
	15	<b>TEAM GAME:</b> Water Safety: Tic Tac Toe  Questions to be drawn up for the Silver and Gold Wolf relating to what they need to know for their specific trails. Fifteen questions to be prepared per trail so that two games can be played if need be. Questions to be specific for your Pack. Sample questions are attached. You will need at least 10 people to play this game – five in each team. Place 9 chairs in three rows of three chairs. Ask the first team a question relating to water safety – Cubs take it in turns to answer the question. If they get the question right, the Cub who answered can sit in one of the chairs. The object of the game is to get three Cubs from the same team sitting in a row – either across, down or horizontal. Depending on the number of Cubs you have, more than one game can be on the go at a time. Play until all Cubs have had a turn to answer a question.  <i>Aptitude Challenge – Water Safety. Silver Wolf</i>	9 Chairs, list of questions	

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		<i>requirement - <u>Know the safety rules when in and around water.</u></i>		
<i>Now we are up to date with water safety, we can cross the ocean to see what is over on the other side ...</i>				
	10	<b>ACTIVE GAME:</b> Cross the Ocean  Cubs get into Sixes behind chairs. They need to get from one side of the hall to the other but can only stand on chairs. If they run out of chairs, they need to start passing from the back. One less chair per Six than what there are Cubs.	Chairs for each Six. Newspaper can also be used.	
<i>We are now prepared and ready to explore the wonders of the past – so come prepared next week for loads of adventure as we look at the Seven Wonders of the Ancient World ....</i>				
	05	<b>NOTICES/BADGES</b>	Notices/Badges	
	05	<b>GRAND HOWL</b> Flag Prayer Dismiss	Totem/skin/rock Flag/flag pole Prayer book	